component polygons, wherein no articulating components are included between said reference polygons and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model that includes articulating components, and computes the reference polygons based on a position information of said reference polygons in the motion data, and places the reference polygons in a three-dimensional space, and directly places said component polygons for said reference polygons in the three dimensional space based on the position information without computing said articulating components.

17.    A data processing apparatus of claim 16, wherein said processor alienates said component polygons from said reference polygons.

18.    A data processing apparatus having a processor for a human game character, said human game character comprising:

reference polygons; and

component polygons, wherein no articulating components are included between said reference polygons and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model that includes articulating components, and computes and directly places component polygons for said reference polygons based on the motion data without computing said articulating components.

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